

ROLE OVERVIEW

They are constantly interrupted by wandering Heirs and possibly the Night's Watch, who make pilgrimages to the Citadel to learn from the best.

They will:

- ### Actions

Maesters should take their turn in Banner Order and should be prepare for interruptions from Heirs and the Night's Watch.

The Maester take a number of six-sided dice equal to 2 + the number of Crystals of Knowledge they have in their possession, roll them all, and add the results of the highest two dice.

Crystals of Knowledge cannot be stored for later use, sold, or traded away.

To allow Maesters to operate covertly, the Citadel GM should have the relevant card types off to the side and ideally behind a screen.

In this fashion, Maesters can simply roll their dice, pick up a card, and not have to announce at all what action they even take.

On a result of 10 or higher, choose an unfilled link at the top of any of the four groups of links, called 'chains', and fill it.

When you have filled all four links of a chain, announce to the Citadel GM that you have become a Grand Maester.

Make sure to speak with your entire House to determine which links and chains are most valuable for your coordinated strategic effort.

Each House, however, has a number of tweaks and additions to the benefits of their links to reflect the Houses distinct styles of play.

Bronze (astronomy): Once per Round, you may choose to reroll the die used to determine if the Seasons change.

Black Iron (ravenry): Whenever the Maester uses Visit Rookery, tend to an additional raven no matter the roll result.

Valyrian Steel (magic & theoccult): Gain +1 to ResearchLegends and Delve rolls.

Copper (history): Once perRound, you may reroll a die rollmade when you Arrange AMarriage.

Electrum (astrology): Choose aTrait (Brains, Brawn, Beauty) and a color (options determined by specific House). When you would normally gain a Blank X in that Trait on your Bloodlines Card, you may instead choose to make that X the indicated color.

Red Gold (statecraft): You can propose and maintain one additional alliance each turn.

Iron (warfare): This bonus is specific to each House and relates to armies at the Westeros Map.

CHAIN OF PASTURES & VILLAGES

Platinum (chivalry): While in aland with a Grain icon, yourarmies gain +1 to Give Battle rolls.

Brass (animal husbandry): Gain +1Cattle during Harvest.

Tin (agriculture): Gain +1 Grain during Harvest.

Silver (medicine & healing): TheHeir ignores the penalty forrolling a 6 or less on Delve.

CHAIN OF FIRE & INDUSTRY

Steel (forestry): Gain +1 Lumber during Harvest.

Pale Steel (smithing): Gain +1Iron during Harvest.

Lead (surveying & roads): When your armies Force March, they may move one additional space.

Yellow Gold (economics): Gain +1Gold during Harvest.

Dig Up Dirt

On a result of 10 or higher, gain a SecretsCard on a current ally.

Look to the large hanging banner of your House.

The smaller banners clipped to your House are your allies.

The Citadel GM should write an expiration Round on the cards at the start of the Round.

Typically, a player gaining a Secrets Card had three Rounds to use it before it expires.

Secrets Cards used after this Round have no effect.

Uncovered Secrets Cards are a majordetriment to a House, so care should be taken to hide or obfuscate their capture.

Refer to Lords & The Throne Table for additional effects.

Make sure to speak with your Lord toget an idea of which House to punishwith Secrets Cards.

Research Legends

On a result of 10 or higher, gain arandom Relic Location Card.

These are used by your Heir in search of lost artifacts.

See Appendix: Relic Locations for additional requirements.

Make sure to speak with your Heir to determine how often a Relic Location Card is needed.

A powerful Relic Card

Visit Rookery

On a result of 10 or higher, gain a DarkWings Dark Words Card.

These cards can also be gained by accumulating and spending three ravens (see below).

Make sure to speak with your entireHouse to discuss how best to employDark Wings Dark Words Cards againstyour myriad enemies.

Ravens

When a Maester has either tended to three ravens or rolled a 10 or higher result on Visit Rookery, that player may send out a disruptive communique and gain a Dark Wings Dark Words Card.

Players are to covertly give these cards to the appropriate GM at the end of each Round. As indicated on the card, these can be used to do one of the following:

Impose a -3 penalty to a HouseHeir's next Delve roll

Give a -1 penalty to all rolls made by a House while at the Citadel Table for one Round

Force an army to lose its action(Knight's Choice)

Force a House Lord to lose aResource

Break a recently formed Alliance(requires two Dark Wings DarkWords cards)

Force an unhappy new Alliance(requires two Dark Wings DarkWords cards)

Arrange A Marriage

After all Maesters have finished their actions, they then must all Arrange A Marriage together.

Each Maester chooses another Maester from an allied House.

Look to the large hanging banner of your House.

The smaller banners clipped to your House are your allies.

The allied Maester cannot refuse this.

The current Bloodlines Cards of the twoMaesters are mixed together to producethe next generation.

The initiating player rolls a six-sided die for each X on the new Bloodlines Card to be used in the following Round.

The Maester fills in the colors as indicated below to determine the new Bloodlines Card Traits.

The Maester must then make a copy and distribute to their Heir.

Make sure to speak with your Heir about what Traits and colors are most desired, and with your Lord to help formulate long-term Alliance goals to help you achieve those Trait combinations.

On a die roll result of 1, the X is blank.

On a die roll result of 2, the X is the left-hand color of this same Trait, taken from your ally's Bloodlines Card.

On a die roll result of 3, the X is the right-hand color of this same Trait, taken from your ally's Bloodlines Card.

On a die roll result of 4, the X is the left-hand color of this same Trait, taken from your current Bloodlines Card.

On a die roll result of 5, the X is the right-hand color of this same Trait, taken from your current Bloodlines Card.

On a die roll result of 6, the X is either color of this same Trait, taken from your current Bloodlines Card.

Maesters cannot use Arrange A Marriage using two Bloodlines Cards that are identical.

If a Maester has no valid allies, or simply chooses to, the player then uses Arrange A Marriage with their own unimpressive Bannermen.

Bannermen are considered to have Bloodlines Cards with all Traits as blank X's.

Bloodlines

Lineages, bloodlines, and strategic unions are in integral part of the story in *A Song of Ice & Fire*.

The series is laced with troubled discussions on inheritance and tactical marriages, the significance of strange eye colors, and the central plot of the first story unraveled when it is revealed that the crown prince cannot be the king's son due to inherited recessive blond hair.

As such, Aegon's Conquest supports a system of Bloodlines Cards and associated Traits to track inherited abilities through the magic of Mendelian genetics.

The colors are the traits are all designed to be representative of a bloodline within the history of Westeros.

Orange represents the First Men. Many of its special abilities represent finding lost artifacts and forgotten lore.

Red represents the Andals. Many of its special abilities represent conquest and aggression.

Green represents the Children of the Forest and Greenseers. Many of its special abilities represent secret messages and the forests.

Blue represents the Rhoynar and their water-magic. Many of its special abilities represent manipulation and surprises.

Purple represent the Valyrians. Many of its special abilities represent dragons and wealth.

Bloodlines Example

This example is from the perspective of the Maester of House Arryn.

We are assuming in the example that the Arryn's have an alliance with House Stark.

Our Maester looks around the tables, see which allies have what Traits, and decides the Starks are the best bet.

The goal here is to try and get as many Traits with matching colors as possible, with the further wrinkle that the benefits of some matching colors are far better than others.

Also, if our Maester didn't like any of his options, or his House had no allies, he could choose to use a Bannerman's bloodline, which is represented as a card with all blank X's.

Our Maester then Bloodlines Cards from both himself and from the Stark Maester, putting them side by side.

Hethen takes his blank Bloodlines card for the upcoming round and places it below.
The Stark Maester has no say in this.
Note, the Round 1 Bloodlines Cards distributed at the start of the game each have a random distribution of Traits, with exactly one Trait carrying a matched color.
Then, going through each X in turn, our Maester rolls a six-sided die to determine what color Trait is inherited for the following Round.
The roll is a 6 for the first Brains X. The 6 allows our Maester his choice from either contributing card.
Across both cards, blue is most prevalent, so we're going to go after that and hope for a double blue.
He picks the blue Brains X from his card (or that of the allied Stark Maester).
Then we get a roll of a 5 for the second Brains X – huzzah!
A 5 indicates taking the color from the right-hand side of your contributing Trait, another blue X.
We now have at least one matched Trait to help our Heir on the next Round.
We fill these cards in with highlighters on the table, provided by the Citadel GM.
After that we repeat the process for Brawn.
The first roll is 3, indicating the right-hand color on our ally's card - red.
The next roll is 2, indicating the left-hand X of the ally's card.
Bad luck!
It's purple, giving us a mismatched trait for Brawn.
Lastly for Beauty, we get another 5, indicating an orange X from our side, and then a 4, indicating a green X from the Starks.
We then take this completed card for ourselves and make a copy to give to our House Heir for use in the next Round.
According to the Heir's sheet, she will be able to Research Legends or Visit Rookery in lieu of Dig Up Dirt (due to any color of matching Brains) as well as gain a +1 to Delve rolls when using her wits (due to having matching Blue Brain Traits).
Conspiracy
The Maesters secretly control major political movements across the entire continent, controlled by a clandestine cabal within their ranks.
After the Maesters are finished with Arrange A Marriage, the Citadel GM will roll a die.
On a result of 4-6, the Season changes between Winter and Summer.
A change of Season reverses the direction of Banner Order and grants additional benefits to some Houses based on their forged links and special abilities.
Then, each Maester places a House's banner card face down to vote.
All Maesters reveal their votes together.
If a House receives the most number of votes, it will act first in Banner Order during the next Round.
On a tie, there is no change in Banner Order.
Setup
Moderate sized table, about 4 feet x 4 feet, with 8 chairs
A whole slew of six-sided dice
Half the Bloodlines Cards. One for each Maester for 10 Rounds, including the pre-made card for the first Round (total of 80 cards)
One set of highlighter markers (Red, Orange, Green, Blue, Purple)
All Relic Location Cards (total of 64 cards)
A set of 20 Secrets Cards for each House (total of 160 cards)
Three sheets of Dark Wings Dark Words Cards (total of 24 cards)
A set of 7 cards to represent each House, except for their own, for Conspiracy. Provide a set for each Maester (total of 54 cards)
Citadel GM sheet
Optional Setup
A plastic chain necklace for each Maester
Dozens of tokens, such as plastic gems, to represent Crystals of Knowledge
Screen to hide cards

Enough markers for everyMaester.

Provide a colorful name tag to identify the player's House and their role as Maester

[illegible]